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concl.

to a user who controls one of the simulated objects manipulating a physical object of an interface device. The position of the simulated object, as provided within the simulation and as displayed, is mapped to the physical position of the user object. This mapping can be broken under conditions that are effective to provide force feedback to the user which imparts a physical sensation corresponding to the interaction of the simulated objects.

**IN THE SPECIFICATION:**

*Please replace the paragraph starting on page 4, line 6, with the following paragraph, which is presented in marked-up form in the attached appendix:*

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The present application is a continuation of pending Application No. 09/433,657, filed November 3, 1999, now Patent No. 6,366,272, which is a continuation of Application No. 08/664,086, filed June 14, 1996, now Patent No. 6,028,593, which is a continuation-in-part of U.S. Patent Application Nos. 08/566,282, filed December 1, 1995, now Patent No. 5,734,373; and 08/571,606, filed December 13, 1995, now Patent No. 6,219,032; and where said Application No. 08/664,086 claims the benefit of provisional Application No. 60/017,803, filed May 17, 1996; all of which are incorporated herein in their entireties.

*Please replace the paragraph starting on page 33, line 24, with the following paragraph, which is presented in marked-up form in the attached appendix:*

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Embodiments using a local microprocessor 26 to implement reflex processes is described by Patent Nos. 5,739,811 and 5,734,373, both assigned to the assignee of this present application, and both hereby incorporated by reference herein in their entireties.